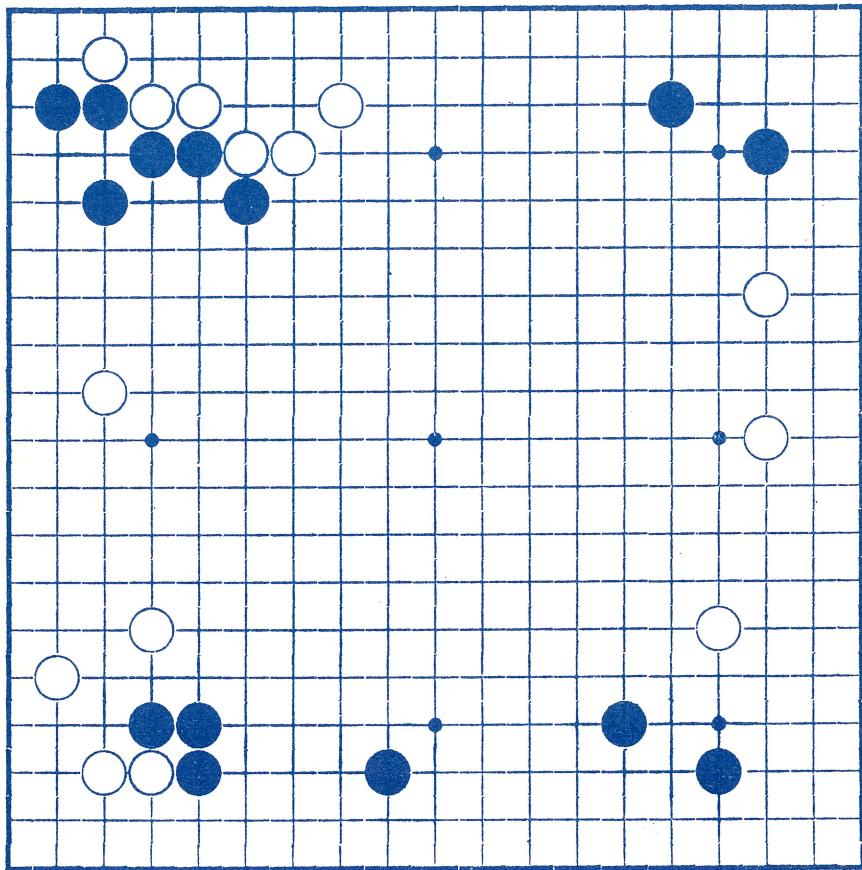


THE AMERICAN GO JOURNAL

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VOLUME 13, NUMBER 1

JAN/FEB 1978



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46 PLAYERS ATTEND THE FIRST WESTERN U.S. GO CHAMPIONSHIPS IN BERKELEY

The largest AGA tournament ever took place over two days at the Men's Faculty Club on the U.C. campus at Berkeley. The event drew a representative field from throughout the West to decide the Western Honinbo and Kyu Champions and to bring together many of the regions' Go organizers. The Title was - predictably - won by last year's U.S. Honinbo, Kyung Kim. Richard Dolen of the Rafu Ki-in (Los Angeles) was second and Blain Walgren of Seattle third. Bill Spight, president of the New Mexico Go Assn. took the San-dan Championship, and Thomas Donahue of the Mountain View (Cal.) Go Club won the Western Kyu Championship. The tournament was organized and directed by Terry Benson of the AGA with invaluable help from Herb Doughty of the Berkeley Go Club, the San Francisco Go Club, and many local players. Pictures and cross tables appear on pages 25 through 29. The 1978 tournament will be in Los Angeles on Labor Day Weekend, Sept. 2nd and 3rd.

FLASH: As this issue goes to press, Kyung Kim and Shin Kang, Eastern Honinbo, have played a best of three series in Berkeley for the U.S. Honinbo Title. Kang flew to California especially for the match, but lost 1 game to 2. Game diagrams and pictures will appear in a later issue.

WESTERN EXECUTIVE COMMITTEE FORMED

The Friday before the Westerns and the Sunday after, the assembled Western organizers met to discuss problems, to make plans and to begin the coordination of the Western half of the AGA. While much of the time was devoted to expressing views rather than decision making, a start was made at common policy decisions. Besides setting the date of the '78 Western Championships it was decided that the tournament would choose a challenger for the reigning Champion. The committee proposed a change in the definition of an AGA rated tournament to allow non-members to play by paying a \$3 surcharge. Western independence and a sense that the AGA has been too Eastern oriented were strongly expressed both at the meeting and in informal discussions among the participants. Chris Kirschner and Dennis Waggoner, co-founders of the West Coast Newsletter, were especially insistent that the West would have to pull itself together. Terry Benson tried to make clear the desire of the AGA to serve the needs of all clubs and members and his feeling that "the AGA is whoever says they are part of the AGA."

EASTERN EXEC. COMM. MEETS TO ACCEPT WESTERN PROPOSAL AND FORMULATE BYLAWS

In a January 14th meeting in NYC, the Eastern Committee discussed proposed new bylaws for the AGA to formalize the present representative structure. Western proposals were accepted regarding AGA rated tournaments and a proposed Special Membership.

SPECIAL MEMBERSHIP CREATED

A new category of AGA member was created at the suggestion of Ned Phipps of the Berkeley Go Club. It is available to members of AGA chapters and costs \$4 per calendar or school year. It includes all of the benefits of AGA membership except a subscription to the AG Journal. It is designed to attract foreign players, beginners, casual AGJ readers, students, & all those who wish to become part of the Association and support the growth of Go in America but do not want a subscription to the AGJ. The committee hopes that all members of AGA chapters will become members of the AGA with the aid of this inexpensive membership.

AGJ STAFF

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TOURNAMENT AND EVENT CALENDAR

26 March, FIRST ANNUAL BALTIMORE KOREAN OPEN, 9:30am at the Seoul Restaurant, 500 W. University Parkway, Baltimore, Md. Details below. \$1000 in prizes. Entry fee \$12 (includes lunch).

7-9 April, 11th BRITISH GO CONGRESS, Manchester England. Sat/Sun 6-round McMahon. Last year over 100 entrants. Low entrance fees and room and board costs. Contact: A. Benyon, 28 Reddish Crescent, Lymm, Cheshire, WA13, England.

22 April, NEW MEXICO GO ASSN SPRING TOURNAMENT, 9:30am at the Ranch Room, Fuller Lodge, Los Alamos, NM. Contact Bill Spight, P.O. 630, Alcalde, NM.

29 April to 5 May, 16th INTERNATIONAL GOLDEN DRAGON TOURNAMENT, Ljubljana, Yugoslavia - 8 round McMahon. Contact: Go Drustvo Ljubljana, Cankarjeva 1, I, P.P.298, 61001 Ljubljana, Yugoslavia.

27 May, ANN ARBOR SPRING TOURNAMENT, Ann Arbor, Mi. Further details below. Contact: Dave Relson, 432 Fifth St., Ann Arbor, Mi 48103.

28 May, 5th MARYLAND OPEN, registration 10am in the Great Hall of the Student Union on the Campus of Johns Hopkins University. Details below.

July, Gold Hill Open. Info: O. Kellogg, 2132 Sarding Creek Rd, G.H., Or. 97525

22 July to 5 Aug, 22nd Eur. Go Congress, Maison du Japon, Cite Universitaire - 7C, Bd. Jourdan, Paris 13eme. McMahon Main, Weekend, & Handicap tournaments. Accommodations at the University: 20-25 Fr/day. Contact: Federation Francaise de Go, Boite Postale 9506, 75262 Paris, France.

FIRST ANNUAL BALTIMORE KOREAN OPEN

March 26, 1978 Seoul Restaurant Baltimore, Md.

Section A: Open, even-game 1st prize: color TV
 Section B: 6d - 1d Handicap 1st prize: television
 Section C: 1k - 7k Handicap 1st prize: \$50.00

2nd place prizes and trophies in all sections. All sections double knockout. AGA membership required. \$12 Entrance fee. Free lunch. Contact: Shin A. Kang, 5 Linlow Court, Baltimore, Md. 21204 (301)296-1104



ANN ARBOR GO CLUB SPRING TOURNAMENT

27 May

8 players per section, according to rank with cash prizes for 1st and 2nd place in each section. Fee: \$3 in advance and also at the door before noon; \$4 after.

Registration: 11:30
 Play begins at noon.

Place: Ann Arbor Go Club, Rm 2050, Frieze Bldg. on the campus of the U. of Michigan (the corner of South State St. & E. Michigan). AGA membership required above 20 kyu.
 Rnds: 4 + playoff. Please bring Sets and Clocks.

1978 AMERICAN GO CHAMPIONSHIPS
SEPT 2ND & 3RD

WESTERN

Los Angeles, California at the Rafu
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EASTERN

New York City, Site to be announced
6-round full McMahon Tournament

SAVE THE DATES NOW. PLAN TO PLAY IN THE NATIONAL
CHAMPIONSHIPS NO MATTER WHAT YOUR STRENGTH.

THE GO REVIEW GHOST LINGERS ON

In a fitting conclusion to the difficulties the AGA has had with the Go Review over the years, the shipment of Spring 1977 GR's, the final issue, has apparently been lost. A letter from the Ki-in notes that they were sent out April 23rd of last year. It is possible that they found their way into the East Coast dock strike, although the Canadians got their copies in June. More disturbing is the receipt which the Ki-in has from the packing company which sent them. Under the heading of "Name and address of Addressee" is "USA. The American Go Association" period. It will be many years before something so tersely addressed can be expected to reach P.O. Box 397. The packages may have had the full correct address, but they have yet to appear. The Ki-in has instituted further inquiries, but the AGA has received no further word from them.

Thus the AGA is - once again - unwillingly tossed into a messy situation. We wrote the Ki-in at once to obtain what extra copies they had - perhaps as many as 100. We wrote Stuart Dowsey in England to see if he had copies we could buy. The AGA treasurer has refunded money to all subscribers who were not AGA members, most of them institutions; but 175 members are still owed a copy of the Spring '77 issue. Besides praying that the lost issues reappear, there is nothing the AGA can do until we know precisely how many copies we can actually scrounge up. The Eastern Executive Committee considered reprinting the issue; the Ki-in gave us permission with the first letter about the loss. The cost of truely reproducing it would be a prohibitive \$1500. Reprinting in roughly the format of the AGJ would probably satisfy no one and still cost \$700 - \$800. AGA members were extremely generous in donating the '77 Go Review moneys owed them or otherwise settling the accounts. We may soon be forced to ask for a similar spirit of accomodation in a situation which we did not create and do not control.

WESTERNERS FINALLY MAKE PROFESSIONAL SHODAN

James Kerwin, an American from Minnesota studying as an insei for 4 years, has just been promoted by the Nihon Ki-in to the rank of Teaching Professional Shodan and will be allowed to participate in the professional Oteai starting in March. Manfred Wimmer, an Austrian, has succeeded in qualifying as a Shodan through the Kansai Ki-in (Western Japan Go Assn.). Meanwhile, Michael Redmond, 14, of Santa Barbara, Cal., has begun a year of intensive training as an insei with the Nihon Ki-in. He is about 5-dan in strength, holds great promise, and is making a good showing among the insei in spite of the burden of learning Japanese and pro level Go at the same time.

MASSACHUSETTES GO ASSOCIATION SEEKS FULL-TIME MEETING PLACE

The Massachusetts Go Association Go group which has met at Harvard is trying to establish itself in permanent quarters. If enough players in the greater Boston area can be found to become \$30 a year members the club will rent space and set up a "key" type club in the mold of the New York and San Francisco Go Clubs. If successful, the Boston club would be the first new permanent full time club in the U.S. since the establishment of the Nihon Ki-in chapters some years ago. It would also signal the growth of Go support beyond the traditionally organized areas. Those interested in supporting, joining, or learning more about the club should contact: Skip Ascheim, 111 Chestnut St., Cambridge, Mass 02139.

INSTANT GO by Bruce Wilcox

a series begun in AGJ 12: 5/6
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IG-2.0

Chapter Two: CONTACT FIGHTS

"I am not a bit anxious about my battles. If I am anxious I don't fight them. I wait until I'm ready."
 Viscount Montgomery of El Alamein

Monty should have been a Go player. His philosophy would work wonders in high handicap games. By the time a person becomes 10 kyu, he has had a wide range of playing experience and has picked up many bits and pieces of tactics. 9-stone games should be easy, but Black invariably fights when he shouldn't and fails to fight when he should. Because his tactical knowledge has been gained fragment by fragment, the foundation underlying that knowledge is incomplete and crumbles when pressured by a stronger opponent. This is true even of dan players! It is time to go back and explore the basic fundamentals of tactics.

The intent of this chapter is to show you how to recognize and create solid tactical positions, with a minimum of reading. In being solid, you may miss an opportunity to land a fatal blow, but you will also not leave yourself open to knockouts from your opponent. This is especially important for Black in handicap games; White's skill insures that he will pounce on any tactical error.

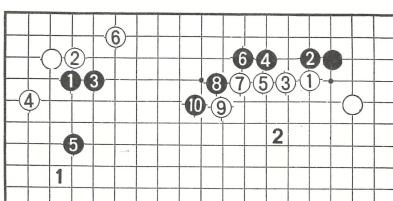
There is no reason to fear a fight. It is possible to play Go without reading out 30-move sequences (although I must admit it helps). I do not intend to discourage anyone from doing extensive reading--far from it! If you can land a knockout punch, the rest of the game will be that much easier; but there is no need to take chances. You will want to put maximum pressure on your opponent's unstable stones, but you should not expect to capture them. The attitude of Chapter One is still valid here; aim to acquire an advantage by threatening your opponent.

CHAPTER PROBLEMS: See if these are easier to solve after reading this chapter. Answers in section IG-2 5

Problem 1: Here is a common contact joseki. Explain the reasons for each move.

Problem 2: This is the beginning of a joseki, but two of Black's moves do not follow the principles of safe fighting. Which moves, what principles, and what are the implications?

PROBLEMS 1 & 2



IG-2.1

Tactical Instability: Defects and Liberty Shortages

What is a contact fight? Stones of the opposite color immediately or diagonally adjacent to each other are "in contact". If one or both are unstable, then a contact fight can occur. **CONTACT FIGHTS BUILD WALLS.** Since Go is a game of enclosure, contact fights are of fundamental importance. It is urgent to respond and keep responding in a fight until you are stable, and usually until your opponent is also stable. If you leave a fight too soon, you may suffer a large local loss. If you leave too late, you may end up wasting moves and losing sente.

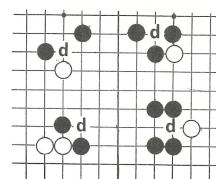
DANGEROUS DEFECTS ARE DEADLY - Connected stones "share" liberties (dame) and fight as a unit while disconnected stones must fight separately. Since you only get one move per turn, stones must wait their turn for rescue, which might come too late.

A defect is an imperfect connection between two stones (all D's in Diagram 1 are Black defects). A defect is dangerous if, when the opponent occupies it, you cannot make an alternate connection or capture him "quickly". Quickly here means he is unable to get more than 2 or 3 liberties. The reading shouldn't be difficult. Diagram 1 shows dangerous defects on the left side and tolerable defects on the right. While any defect might cause trouble somehow, the dangerous defect is almost sure to do so. Don't keep it around.

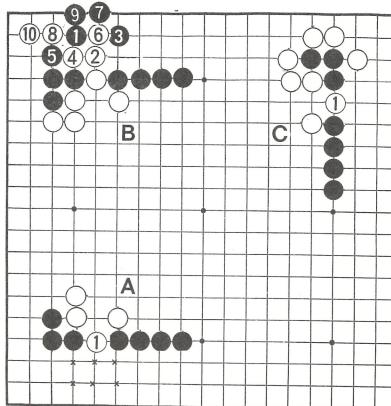
"GIVE ME LIBERTIES OR GIVE ME DEATH" - When defects are combined with liberty shortages (damezumari), the results are explosive. In easy tactical situations, you normally have a wide variety of moves to choose from, so finding one that works is not hard. If several work, you can optimize your choice. In Diagram 2A, Black might choose any of the points marked **x** as a response to **W1**, intending to maintain the connection between his stones (although only the one immediately below **W1** is common). In Diagram 2B, however, a choice that would have worked in Diagram 2A no longer does, because of a liberty shortage. In Diagram 2C

Black is unable to connect at all. Liberty shortages diminish your set of usable responses. This is especially serious if your tactics are weak; you might miss the only workable move! But how many liberties are enough? You don't want to overdo it.

Diagram 1



Diagrams 2 A-C



5 IS THE MAGIC NUMBER - With 5 or more dame your stones are absolutely strong and you can try the full set of responses in any situation. When stones have less than 5 dame, what is important is that they be stronger than the opponent's stones. The person with fewer dame is at a disadvantage in any fighting, and can be pushed around. Most tesuji (special tactical moves) work because of enemy damezumari. Stones with 5 dame render even the most clever tesuji useless.

Let us try applying the notions of defects and dame to the joseki shown in Diagram 3A. The invasion of W2 is surely familiar to you. It "contacts" B1, causing a contact fight (B1 has only 4 dame). B3 makes Black stable (5 dame, no defects), while White is under pressure and so responds with W4. Black is again unstable and pressures White with B5. W6 tries to gain more room, and B7 indirectly protects the dangerous cut at a. Directly connecting would allow White to escape enclosure, which is a mistake. After W8 Black must again respond (the cut at a is dangerous and Black has only 3 dame for 5-7). Responding with d for B9 is wrong, creating an immediately dangerous defect. Even if White cannot immediately cut, it leaves too much weakness. B13 protects the dangerous cut at c.

At this point the joseki ends because the position is stable. White has no defect or liberty troubles. Black's 5-7-9 string has 5 dame, so it is strong. But the remaining Black strings have either 3 or 4 dame, so what about them? B13 is stable. While it has only 4 dame, it is not in a fight with enemy stones, so tactical stability is unnecessary. B11 and 1-3 have only 3 dame each and are in contact; considered alone they are unstable. But you can think of 1-3-11-13 as forming a solid unit, a "virtual string", because they cannot be cut apart. In the virtual string they share 7 dame, but that is not the final count. Since it is the opponent's right to force the virtual string to become a real string (White b for Black c in this case), you must count dame after all threat/connect exchanges are made. Black would have only 5 dame but that is still enough. The cut at a is not dangerous. Even if the ladder fails (and depending upon an outside ladder is risky), there is a local geta (enclosure) sequence to capture the cut (see Diagram 3B). This makes all of Black's stones one virtual string. Note in Diagram 3A, however, that if Black loses 1 liberty on his 3-stone string (White at d), then the cut at a immediately becomes dangerous. With only 4 liberties, the geta sequence of Diagram 3B fails.

Diagrams 3 A-B

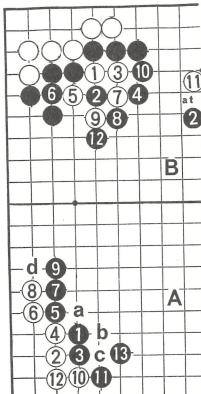


Diagram 3B

Diagram 3B: A Go board position showing a local sequence of moves. The board is a 19x19 grid with stones placed on it. The stones are numbered with circled numbers indicating their dame count. The sequence starts with White 1 (W1), Black 2 (B2), White 3 (W3), Black 4 (B4), White 5 (W5), Black 6 (B6), White 7 (W7), Black 8 (B8), White 9 (W9), Black 10 (B10), White 11 (W11), Black 12 (B12), White 13 (W13). There are also points labeled 'a', 'b', 'c', and 'd' on the board.

IG-2.2

How to Play the Contact Fight

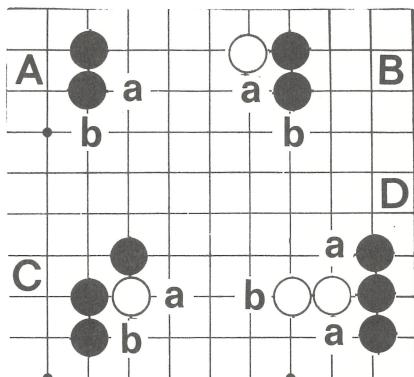
PLAY THE BEST DAME - Whenever you play to increase your own dame count, you want to increase it as much as possible in one turn. Given a move that acquires 2 new dame, and one that acquires only 1 new dame, play the higher dame move. A well known proverb is "Don't make empty triangles." In Diagram

4A, if Black plays at b he gains 3 new dame and loses one old one, a net increase of 2 dame. If he moves at a, making an "empty triangle", his net increase is only 1 dame. The proverb warns against inefficiency. In Diagram 4B the move at a does not make an "empty" triangle. It gains only 1 dame, but it also reduces White by 1 (Remember: it is the relative dame count that is important with counts below 5. If White's stone had 5 dame, then b might be better than a). Whenever you play to decrease your opponent's dame, you can't decrease a string by more than 1 dame at a time. However if you can cut, you can decrease several strings at once. Which dame to fill is not arbitrary; play where the opponent would get the most dame if he were to play there. In Diagram 4C, the optimal Black dame fill at a yields a ladder, while the poorer b lets White get away.

PLAY FROM A STONE, AIM AT A STONE - There are some moves which are consistent with the general theory, but which are risky. In Diagram 4D, what should Black do to continue the contact fight against White? The "Best Dame" rule says Black should play at b. What is wrong with b is that it has poor connectivity to Black's previous stones. Ordinary contact fight moves must have the potential of staying connected to friendly stones, and must attack or aim to attack an enemy stone. b is an interesting move; it is the "nose tesuji". The trouble with tesuji is that unless they succeed in their goal, they leave you with indefensible positions. They should be used only if the obvious line of play fails or if it isn't as efficient, and then only if you've done the reading and are sure the tesuji works. Black should play at a.

PROTECT DEFECTS DIRECTLY - The solid connection or the hanging connection are preferable, to minimize aji (potential interactions). Indirect defenses leave indirect weaknesses. The primary exception to this preference is when directly protecting a cut would allow penetration of an enclosure. Enclosures have a high priority, and if the indirect cut protection will also maintain your enclosure, do that. Protect directly in time as well as in space. Many players delay the inevitable while forcing the opponent to become stable, and end up defending in gote. If you defend immediately, becoming stable, your opponent is the one who defends last. You get less local effect, but have the more valuable result--sente.

Diagrams 4 A-D



Many players think that to become stronger they have to master fancier tesuji and more complicated joseki. Not true! Stronger players make the most out of ordinary moves. Simple plays, faithful to the fundamentals, are often the most severe. Does Black's play in Diagram 5A seem reasonable to you? Weaker players should be pleased to achieve such a solid position, but for those of you who want to be dan level, there is something wrong here.

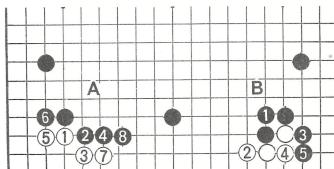
The sequence is great for White because he lives easily in sente while doing maximal damage to Black, who may not even realize he's been swindled. Black has been misled into playing out another joseki, one he would never have consciously chosen. If you imagine W1 at W5 instead, Black would

block at 1, not 6, yet here is the result as if he had played 6 after all. B4 should be the immediate connection at 1 as shown in Diagram 5B. If White plays in the corner at 5, Black can hane on the outside at 2 and keep his wall aligned vertically, the direction he would choose if White invaded at the 3-3 point. White's initial counter-hane (W3 in Diagram 2A) aims at sabaki (flexible maneuvering with sacrifice options). If White persists in trying to neutralize the outside as shown in 5B, Black pushes White into trouble by switching to B3 and B5. White is committed to a heavy set of weak stones, and cannot use sabaki tactics, while Black is completely safe.

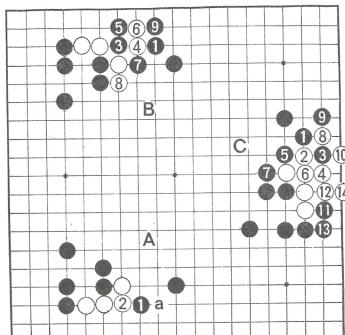
BEWARE OF PEEPS - I don't mean that peeping (close threats to cut) is always wrong, I only want to warn you that it is often so. There are two situations relevant here in which peeping is bad. The first is if you can safely cut instead. If you can't cut, then peeping is more reasonable, but still:

Time after time I see Diagram 6A. The direct cut would be captured, so Black peeps with 1. When White connects, his stone becomes strong while B1 becomes weak. This is not good, even if Black defends at a. He is losing tempo, spending two moves where only one was needed. If Black wishes to threaten to cut, he should play B1 in Diagram 6B. This approach move is solidly connected to the handicap stone and also threatens to cut (the diagram shows what happens if W2 is played elsewhere). B1 is not a weak stone if White answers with the solid connection. If White plays the hanging connection, Black can follow Diagram 6C; White becomes tightly enclosed or risks great difficulty.

Diagrams 5 A-B



Diagrams 6 A-C



Here are some common contact sequences, which might be reasonable for both players. Which sequence to choose depends upon global considerations, just like a joseki choice does.

A: Simple. W2 and B3 are nobis (direct stone extensions). Each player builds a wall with Black sticking out one side and White out the other. Solid, with each side maintaining dame count.

B: Used when Black wants to move upward or when the enemy dame count is important.

C: Most aggressive, Black gets large influence while restricting White. It is dangerous if White can safely cut.

D: B1 is an attachment (tsuke) W2 (hane) applies pressure to Black. After B3 relieves the pressure, White defends his cut point.

E: The hanging connection is an alternate defense which reaches farther. This 3-stone "arrow" should point in the direction in which White wants a wall. If it points the wrong way, we get Diagram F.

F: Black comes around with 5, and White must back down with 6. If White had wanted a vertical wall, he would be unhappy.

G: This could become messy but ends simply. B3 is a counter-hane. White could have cut with W4, but then he must do tactical reading. W4 as shown is safe and solid.

H & I: Unorthodox. They violate the principle of aiming toward a stone.

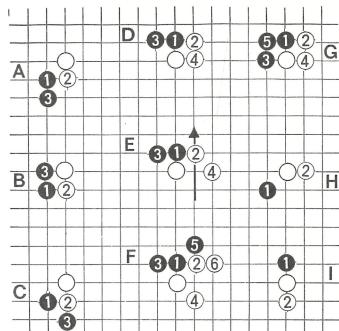
J: The general cross-cut pattern. Both sides extend for dame. A famous proverb says "When caught in a cross-cut, extend." There is one extension in a 3rd/4th line cross-cut that should always be examined. This is shown in Diagram K.

K: The extension on the 3rd line threatens to crush W1 against the edge with a, so White must protect. The extension also threatens a ladder against W3 with b, and if the ladder works, Black has no worries.

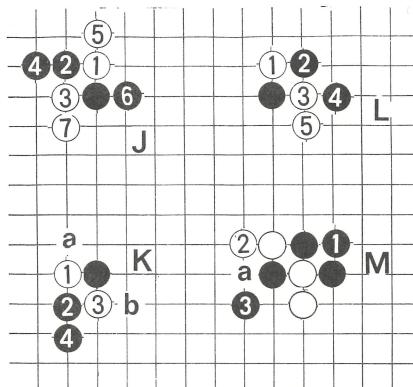
L: Here is the result if you fail to extend as in Diagram J and instead atari with B2. After W3 Black's position is worse than before. One of White's strings is now stronger while Black's stones are as weak as ever. Black now also has a dangerous cut point.

M: Continuing Diagram L, if Black protects the cut, he may lose a stone by ladder (White at a), uniting White. Even if White doesn't capture, after Black runs with B3 (a special shape move), there is a big difference between this and Diagram J. White has sente.

Diagrams 7 A-I



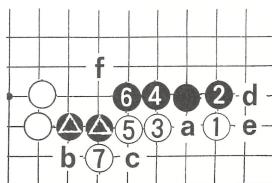
Diagrams 8 J-M



In a real game, if you make a move according to the contact sequences, it is not necessarily the correct move. These patterns merely provide a restricted set of move choices. Usually that set contains a successful move. If it doesn't, only then should you hunt for "peculiar" moves.

Even though you may know how to choose a move in a specific location, actual fights get complicated. In Diagram 9 after W7, Black not only has several move choices in a single contact location (such as d and e), but also several areas of contact to choose from. Each of the following guidelines can help choose which contact area to play:

Diagram 9



1. ATTACK OR DEFEND THE WEAKEST STONES FIRST. W7 is weaker than W3&5.

2. When near the edge (lines 1 to 4) PLAY THE HIGHEST LINES FIRST. Try to press your opponent closer to the edge, and keep yourself away from it. a is higher than b.

3. Look for moves which SHIFT THE MOVEMENT OF STONES 90 DEGREES. These contact "pivots" are immensely valuable, especially if they can be occupied in sente. Black at b is a pivot point.

4. PLAY THE SEVEREST MOVE YOU CAN, without causing yourself risk. Nobis are solid, but passive. Hanes away from other enemy stones (outside hanes) are aggressive, but less severe than inside hanes. Cutting is the severest move of all, but in this example c is just foolish.

5. Since contact fights build walls, AIM THE WALL IN A USEFUL DIRECTION. In response to W1 Black chose B2 instead of the symmetrical move at a because a wall facing B would be cramped. By playing at B2, Black is able to use B as a part of a massive outward-facing wall.

6. KEEP YOUR GLOBAL PERSPECTIVE. Linkages and enclosures get top priority. Black must play b to keep White contained and separated.

CAVEAT: As White in handicap games, don't take any rules in this series too seriously. The criteria I provide are for solid play. They do not apply if:

1. You're losing.
2. Your stones are either dead or being sacrificed temporarily.
3. You have done extensive reading to support a rule violation.
4. You believe your opponent is not competent enough to punish you for "cheating".

IG-2.3 Principles to Keep You Out of Trouble

1. WAIT FOR WHITE TO CONTACT FIGHT- Don't start them yourself. Once in a fight, do respond until stable. Use the sector theory outlined in Chapter One in preference to contact theory. Sector fighting is not hard, and is more severe, maintaining the advantage of the handicap stones longer. CONTACT FIGHTS STRENGTHEN BOTH SIDES. The idea of handicap stones is to attack White without securing him.

To see the difference between tactical fighting and sector fighting, compare the north and south openings (fusekis) in Diagram 10.

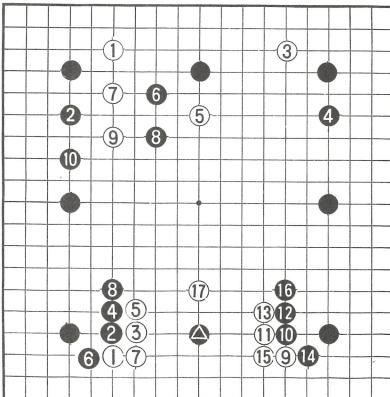
In the south, B_A is dead, giving White stability and territory. Black has strong outside stones, but his corners and sides are still open to invasion. The overall position is simple to keep track of, but not yet worth anything to Black. In the north, the situation is more complex, but favors Black heavily. His west stones are safe. The north handicap stone has been extended to B₈, which is across the 5-9 sector line.

White's stones are all weak. They have no eyes and are within dangerous sector lines. Any White invasions will further weaken his outside stones. Provided Black carefully watches sector lines and linkages, there is no reason for him to get into danger, and White will be pressured for many moves to come.

2. DEAD STONES ARE STABLE. DON'T SAVE SMALL ENCLOSED STRINGS, especially if your outside positions are weak. Whether or not you succeed in making the inside stones live, you will damage the ones outside. This is usually worth more to your opponent than the capture of the inside. Total disaster is provoking damage to the outside stones and still not living inside. It happens often, because staying alive when enclosed takes good tactics and good judgement. You should let trivial stones die. By playing from and reinforcing the outside, you may force your opponent to secure the capture of the inside stones, giving you sente.

3. DON'T BE TOO EAGER TO KILL. When you play to kill you tend to become oblivious to everything but that goal. If you fail (White's judgement is usually better than yours), not only may nothing of importance have been accomplished, but your own position may be a shambles. It is not uncommon that while trying to kill your opponent, you force him to kill you. If you plan on allowing him life, you will remember to protect your weak points and leave him little choice but to defend also. Once your own stones are safe, if he fails to defend, you can attack fiercely without risking high costs for failure.

Diagram 10



IG-2.4

9-STONE TEACHING GAME

This game was one of several teaching games between a 7 kyu player and myself. Since the handicap was 2 stones smaller than indicated by our ranks, Black was not expected to win; but the way in which he lost should be instructive. The second game started with the opening at right. → When Black played B2, just after I had said not to provoke contact fights, I immediately chose to cause trouble. After W7, Black resigned, wanting to start afresh.

B4: Black has not yet learned his lesson. I don't recommend this move because starting a contact fight stabilizes White too quickly and invites tactical complexity. The sector defense at 11 is safer and more severe.

W5: Inside hane?! ?! This caught Black by surprise, as well it should. He was expecting W5 to be at 17, the outside hane, leading to the Tsuke-Nobi joseki.

"Attached? ... Think outside hane" is a firm rule with me. I always examine the outside hane first, and if the result is acceptable I rarely look further; outside hane is a reflex. It has the virtues of being reasonably aggressive and generally safe. The inside hane begs for tactical difficulty. W5 is trying to punish Black for continuing to initiate contact fights against my advice. B6 is simple and good (outside atari is like outside hane), but I cannot approve of B8.

Diagram 12

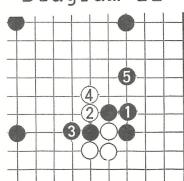


Diagram 13

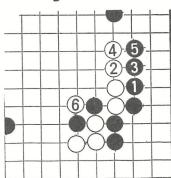
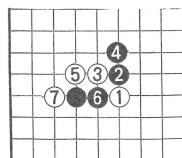
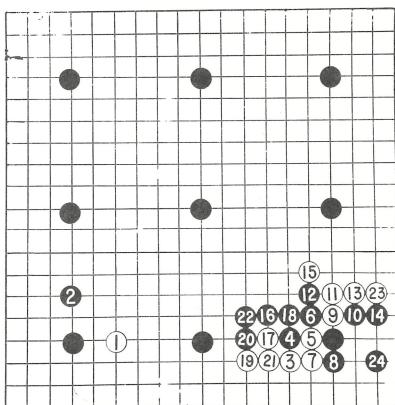


Diagram 11



Game Record 1 (1-24)



Black has 2 dangerous cut points. While B8 puts pressure on White, it leaves Black open to complications. Diagram 12 avoids difficulty. If White cuts, both Black strings are open and can run to safety.

B12: Inconsistent and a future problem. B10 is a weak stone and Black should play at 13 himself. Diagram 13 is a simple, safe line of play taking territory and giving White two stones. Anytime you have a single stone on the 2nd or 3rd line, extending it should be given high priority. Black should not allow White a sente pivot play (such as W13). B12 also doesn't directly protect the cut at 18, thus it remains a dangerous defect.

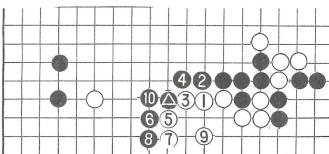
B14: This extension, which indirectly protects the cut, is bad if you'll be forced to spend yet another move to protect the cut (here B24 is needed after W23). In this position the hanging connection one point below 14 is correct.

W15: A sente pivot play, giving White access to the center while threatening to kill 6 & 12 by ladderizing them into the south edge. B16 protects, but after the 17 for 18 exchange Black is left with a poorly placed stone. Remember B12? Black's newly-formed empty triangle does little work. If instead of B12, he had originally made the solid, "honest" connection at 18, then Black would not now exchange B12 for W15, but should play at 15 himself.

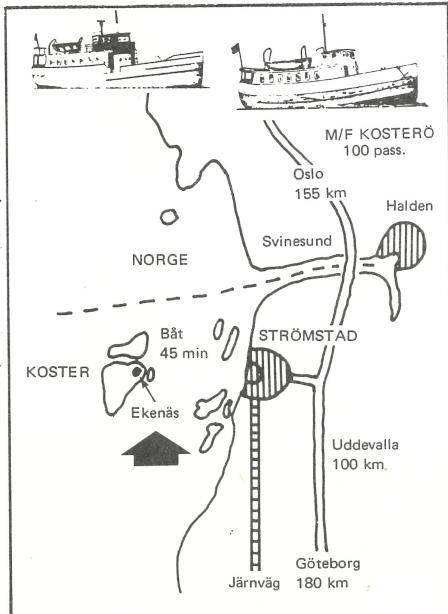
W19: This eliminates the cut at 21 as a Black resource. If I protect the cut indirectly at 20, Black could keep threatening to cut for many more moves, as shown in Diagram 14. Each Black move necessitates a new White defense. Black builds a large wall at almost no cost. Notice B6, a severe two-step blocking move (hane). This is a common tesuji against weak stones. The intent is that B6 is offered as a sacrifice to connect B4 & B8 in sente. In many cases, including this one, if White takes the bait Black cuts behind and captures White (the 3-stone string), so both sides must protect. White gets sente, but Black has an impressive wall around White.

W19 provokes B20, but after W21 Black must protect his own cut point with B22. White now has time to maneuver underneath the south handicap stone!

Diagram 14



GO SUMMER CAMP 1978 IN SWEDEN WITH TOSHIAKI NAGAHARA



Christer Lindstedt of the Gothenburg Go Club has arranged a most unique Go vacation on the island of Koster off the West Coast of Sweden. The camp will run June 26 to July 2 at the Ekenas Skargardshotel. Cost: about \$300 per person for the week including food. Children 11 years old or younger stay free if they sleep with their parents and pay half price for food. Children under 3 are free.

The purpose of the camp is to combine Go & vacationing. Koster has almost every sort of outdoor activity and there will be two Go teachers at the camp to give lectures, personal tutoring, & classes: Mr Nagahara, pro 6d will be the main teacher with David Mitchell, 4d and principle teacher at the London Go Center, as his likely back-up. All lectures will be in English. Register as soon as possible by sending \$60 to Christer Lindstedt, Landalagangen 2, 411 30 Gothenburg, Sweden. You will be sent further info. after your reservation is processed. Cancellation charge is half the deposit. No cancellations after Apr 1.

B26: No! W25 provoked a contact fight, and B26 is not a contact fight reponse. The outside hane at 27 gives

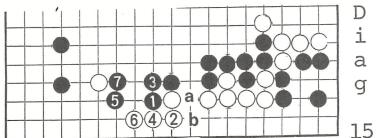
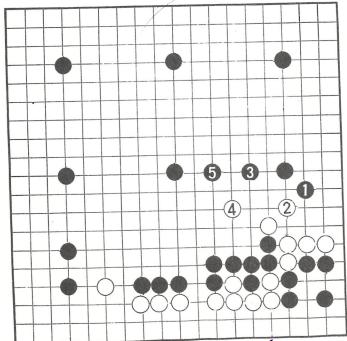


Diagram 15, where White has been pressed low. If Black desires, he can separate White without risk. White might cross-cut with W2 at B3, but Black could counter with atari at a and follow with b to kill White's 6 stone string. Notice that I keep pointing out no-risk, minimal-reading lines for Black. There is no need to be greedy.

B30: This enclosing move is uni-purpose. It is a good outside sector reinforcement, but it has no impact on White, who is stable. Black's meta-game thinking should have gone something like this:

"The contact fight started by B4 has finally ended in my sente, so it is time to step back and survey the overall position. Completing a contact fight implies that I have created a wall somewhere. Existence of a wall ... AHA! Chapter One: Walls and Their Plans--Do something with the wall.

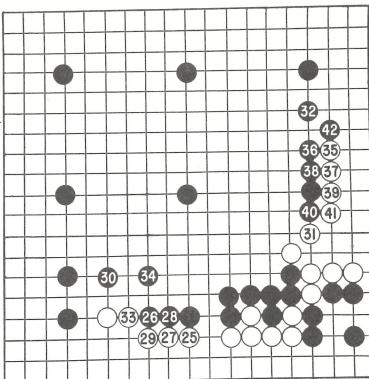
Diagram 16



sector attack. White must run, and I can continue wall attacks. B5 effortlessly links to the center stone while White runs worthlessly. I could maintain a simple initiative for a long time."

B32: Good area of play. Since White just reinforced himself, this takes some of the sting out of the expected invasion around W35.

Game Record 2 (25-42)



White has a weak east group at the base of the wall, therefore attack! This group has a cut point which cannot be successfully played, but maybe I can threaten it. Direct peeping would lose tempo because after a White connection, I would need a contact fight defense, so I should consider other threats. The approach with B1 (Diagram 16) stays out of contact range, but also threatens to cut. Unless White wishes to abandon his stones, he can hardly refuse to protect the cut. Once W2 is played, B3 is a common continuation and a good

continuation and a good

W35: Reckless play, but can't be avoided in a handicap game. White has two weak groups now, and Black should immediately think of using a "divide & conquer" wall attack. This is shown in Diagram 17. Instead Black initiates a contact fight with B36. His play emphasizes tactics, not sectors. Sector fights and contact fights provide alternate ways of viewing the game, and which one to use at any instant is a matter of judgement. The contact fight begun with B36, played consistently, will give Black an outside north/south wall while securing White with some territory. This line is simple and the wall has utility, but White has been allowed to stabilize too quickly.

B40: Pushing against the small knight's move is a common mistake, which only strengthens White. Since Black is going to play at 42 anyway for solid shape, he should do it now. He would then be stable, and later could attack with Diagram 18. If White cuts with 2 at 3 he loses his 3 stones, so he must back down.

In some situations, if B40 were left unplayed, White would have to protect after B42 and Black would gain sente. In this situation White can tolerate Diagram 18, so Black's mistake is a minor one.

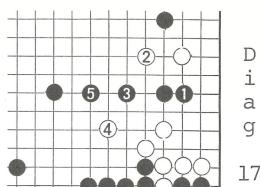
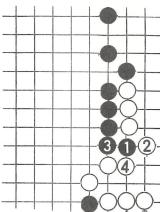


Diagram 17

Diagram 18



OFFICIAL AGA T-SHIRTS

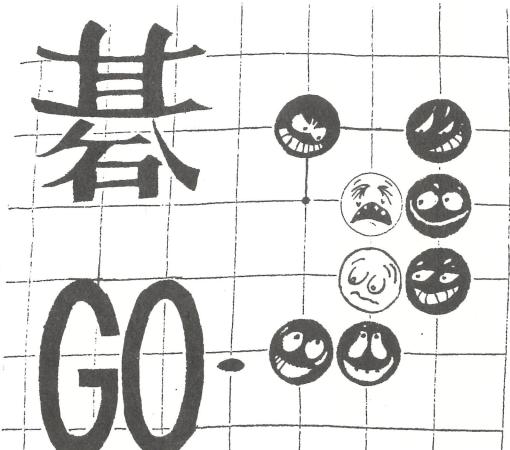
Official AGA t-shirts of two types are now available from the Ann Arbor Go Club.

One features the AGA logo on the front and, on the back, a board with the first 100 stones of the 1933 Kitani-Hasegawa game that initiated the modern fuseki revolution. (See the AGJ, Vol. 9, No. 2, p.11, Fig. 5.) The colors are blue, yellow, and green; sizes: sm., med., lg., and (except blue) ex-lg. Price: \$5.

Or one may order a "geta" t-shirt with the charming design pictured here. It speaks

for itself; even non-go players find it "cute". Colors: gold (med. & lg.), green (med. & lg.), and blue (sm., med., & lg.). Price: \$4.50

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W43: Since White is stable everywhere, it is time to open up a new front. Once again W45 initiates a contact fight, and once again Black fails to respond directly. Think hane! There is only one response that Black will have to fear, and that is a cross-cut. In response to anything else he can solidly connect to maintain a thick position.

Outside hane at 58 is too close to Black's other stones, but it is completely safe. In Diagram 19, if White cross-cuts, Black immediately notices that this is a 3rd/4th line cross-cut. The 3rd line extension can either capture a stone by ladder (a) or wall crush (b) and so regain connection.

Since 58 is cramped, perhaps 49 is better. A quick cross-cut/ladder check reveals that W43 is in the way and this line is not as simple as we would like. It may be a good line, but it will take more work. I don't expect you to spend much time on 49, but if you want a simple line, try Diagram 20. Again the extension threatens the wall crush, and after White protects, brute force gets Black out. Black allows a small-scale capture of BA in order to make a large-scale capture of White.

B54: Diagram 21 is correct, following the rule "Don't get enclosed". White plays all out, but must eventually protect with W10, and B11 leaves Black in command of the center. B54 actually forces White to surround 46&50, killing them.

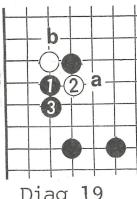
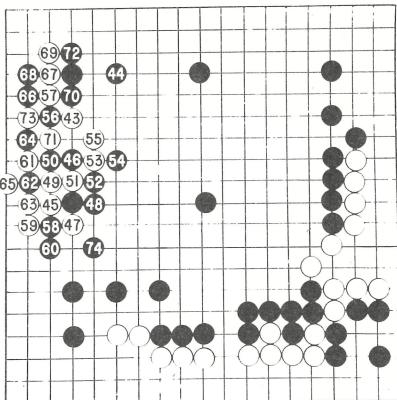
B56: Having declined Diagram 21, why save his stones now? Black will provoke damage to the NW corner, whether or not he lives. He should secure on the outside first at W67.

B58: A good cut. White can only abandon W47.

B62: Continuing an attempt to save a few stones that are already in deep trouble. B62-73 is total disaster.

B74: The honest, protecting move, but because Black overextended his position during the fight, this has no threatening follow-up against White.

Game Record 3 (43-74)



Diag 19

Diag 20 →

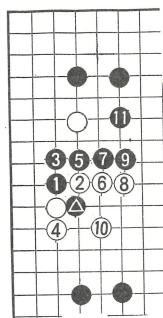
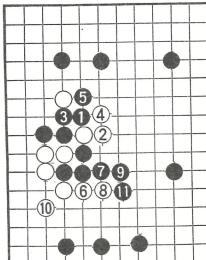


Diagram 21



W75: Keeps outside access. I had in mind invading at 81. W75 sets up a weak sector line to the north edge, containing Black's group. B76 is the correct contact fight move, but a play at 81 is the correct sector move, preventing trouble and taking territory. With W75 I still couldn't literally enclose Black with the invasion, so I pushed again with W77. Now when I invade at 81, I have a large-knight's move linkage to W77, and a linkage to the north edge. Black will be completely enclosed.

B78: Misses everything. The correct contact move is at 79. Black at 79 is an indirect cut defense but intends to maintain his wall around the SW center. W79 causes a 90 degree shift of movement, using Black's dame shortage. White builds a new wall facing the center, helping to neutralize Black potential in the NW central region. Black is collapsing back upon himself, filling up his own area. As for the sector fight ...

W81: The beginning of the end. Black is now enclosed and only accurate tactical reading can keep him alive. B82 is good, but B84 is not. Black must cut at 85 and maintain connection to the outside (the reading is left to you).

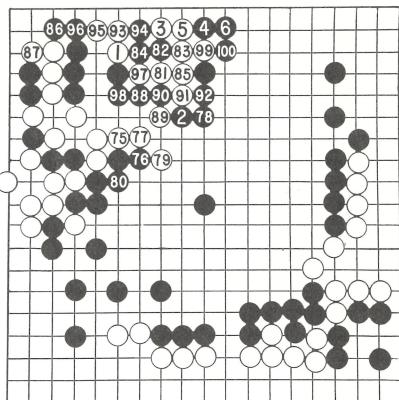
W85: With this connection White has stable stones. Black may or may not live, but White can hardly lose in this area no matter what happens. Black's north handicap stone is unstable and Black's enclosed group is in danger, so Black's position is disintegrating.

B88: No good. Builds no eyes, can't break out, and Black is too weak to cut White apart. White is only too glad to play 89, protecting a cut point.

B92: This is a strategic failure. Black could easily make life if he wanted to, but this is greedy, trying to keep the outside strong. W93 probed, and after 98 I wanted to cut at 101 and kill Black. I had a dame shortage so I fixed it with W99. B100 responded on the outside, and Black died instantly. B100 is the game-losing move; Black must hope that B100 at 101 gives him life.

B106: Gote, giving no threat to White. Black must take sente and perhaps secure the NE corner.

Game Record 4 (75-106)



W107: And again the fight!

B108: But this time Black

responds correctly!

Since W107 comes from nowhere, either hane is "outside". By playing B108, Black states a desire for an outside north-south wall, which is where a large territory could be formed. If Black had instead played at 109 he would be asking for a wall in the corner, which is much smaller.

B110-113: The Joseki

Swindle Strikes! Black

is suddenly emphasizing an east/west wall. The solid connection would maintain the correct north/south outer wall.

B114: Tactically feasible, but it's a weak contact fight move. The correct play is to extend once more. After W117, Black sees 3 cuts in a row against weak stones, and plays B118 to protect, losing sente. If he had just extended with 114 instead, there would be no need to worry. For a few points of territory, Black loses sente, a heavy price. B118 is also in the wrong area. That cut is behind the line of scrimmage. 183 is better.

B120: Given the principle of having 5 dame, there is a certain "inevitability" about the sequence 120-122. Black's only other choice was to cut at 121, which is probably better, but is also more confusing.

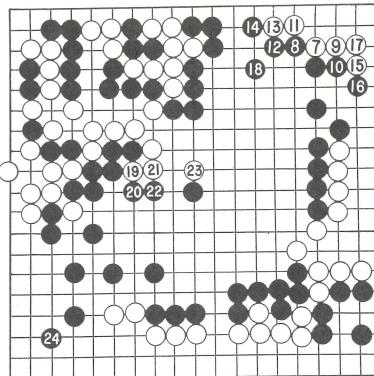
B124: Useful, but once more Black ignores a contact fight. As a consequence, White rotates 90 degrees with W125, then presses with W127.

B128: Boo! Never threaten to cut when actual cutting is safe. B128 forces W129, making White stable and B128 unstable. B130 is now needed, but this allows White to rotate again with W131 and W133, the familiar two-step hane.

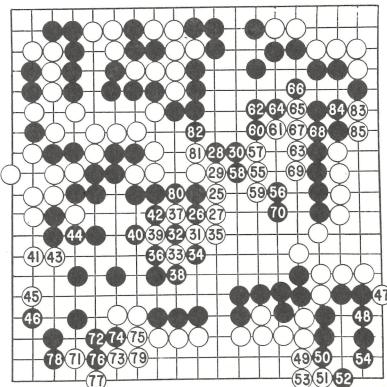
The rest of this is yose. Note the W155 move, launching another contact fight. Black's two stones are not really weak, but when Black plays from the outside with 156, White uses the fight to press into Black's territory and Black must back down with B160 will require m safer at 157.

The game stopped here, but ended with W101.

Game Record 5 (107-124)



Game Record 6 (125-185)



IG-2.5 CONTACT FIGHTS + SECTOR FIGHTS = JOSEKI

By now you probably thought that we were through with contact fights--but there is more. Contact fight principles also cover faster developing moves played as you leave the fight. Contact fights frequently end with one or both parties playing non-contact "skipping" moves. These moves are sector defense moves; they maintain access to open board regions.

SKIP WITH 5 DAME - Once again the "Rule of 5" applies. Remember Diagram 22 from the previous chapter? At that time I only discussed why W7 was needed. We can now analyze the preceding moves as well. W1 crosses the sector line containing W4 and starts a contact fight. B2 and W3 are forced. Since Black has 5 dame, in place of B4 he would like to skip out. But any skip would mean White could play at 4 in sente, reducing the dame count to 4. Skipping now is premature. Black could use a kogeima and White couldn't cut, but depending on outside ladders is a weakness. Therefore B4, then B6. If White now pushes into the linkage, Black still has 5 dame, and White's cut is met with a local geta capture. Black cannot skip with ikken-tobi for B6 because White's push creates two cut points, one of which is immediately dangerous. The ikken-tobi of W7 (keeping sector access) is safe because if Black wedges into it, White can atari from the left and then connect on the top, leaving only one defect, protected by a geta capture. If White's 3-stone string had only 4 dame, the geta would fail, and White would have to depend upon a ladder.

Diagram 23 shows a joseki continuation. After B1, W2 and B3 are forced (although White has another choice for W2). With 5 liberties White would like to skip out ahead. But since Ba for Wb is Black's sente, White

will be short of dame. The only supportable skip is the kogeima toward the edge (the ikken-tobi could be laddered) and who wants to go toward the edge? So White pushes again with W4 forcing B5. Now White can support the ikken-tobi to W6. Black has two sente exchanges that can reduce White's 3-stone string to 4 dame, but being this close to the edge is usually worth a dame, since White can use edge crushing moves instead of depending upon a geta. After W6, since Black is stable even after a possible Wg, Bd exchange, Black can take sente. Since W6 is unstable, Black can also continue pressuring White to build a longer wall. White might sometimes replace W6 with e, forcing Bf (due to the possible Wg, Bd exchange) and White gets sente. This must be regarded as a "special" line of play because White remains enclosed and Black at 6 is a valuable point later.

Diagram 22

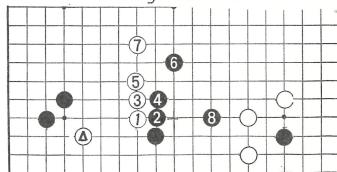
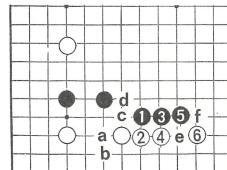


Diagram 23



Here are the answers to the chapter problems:

Diagram 24A gives us a

short joseki resulting from B1. W2 for B3 is forced. If White skips after B3 he must use the kogeima of 24A. Since W can be reduced to 4 dame, ikken-tobi to a would be weak (if nothing else, the contact pivot at b becomes

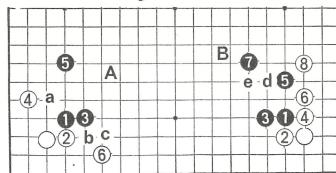
Black's sente). B5, which can be omitted, keeps White enclosed and wards off a White attack. W6 is a sector defense which can also be omitted. c instead of W6 would be too weak. Diagram 24B shows an alternative for W4. Black must respond, and in the same area as W4 is best, maintaining the enclosure. B5 at 6 would create a dangerous defect and since White would still have 5 dame, it makes no sense to fill up White dame. B5 avoids making an empty triangle. W6 prevents a valuable pivot play at the same location by Black. B7 protects his defect in the most efficient manner. The bamboo joint at d or a play at e are solid, just not influential enough. W8 could be omitted, but it keeps outside access and is easily supported. In Diagram 24A White prostrates himself to end the fight quickly. He gets less profit than Diagram 24B, but Black is not as strong.

The joseki of Diagram 25A is a risky one (I stopped at W19, but it doesn't end there). B4 seems to be skipping out 1 dame too soon. Also B8 plays against strong stones while creating a dangerous cut point. This is a joseki only because it is "tactically manageable". However, it may come apart on you without warning. Solid play would demand that B4 be at 11, followed by W5 and B6 (the skip is sometimes omitted, but then the pivot at 4 is

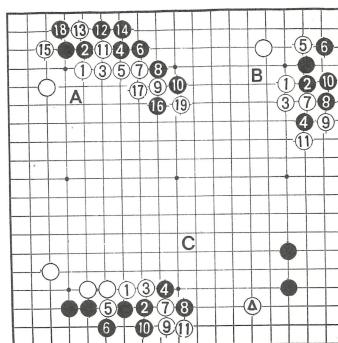
White's sente). Diagram 25A is stable for White after B4; White can take sente or continue locally. Diagram 25B shows a simple-minded trap. If Black reflexively plays outside hane in response to W5 without checking his dame count, White rips him apart. The cut is a much nastier trap (shown in Diagram 25C). Black didn't realize that WA impacted the joseki. When I resumed the joseki, B4 became isolated. Too bad. B4 at 7 is given in joseki dictionaries as slightly better for White (or not much worse for Black).

You can hazard complex joseki having dangerous branches and requiring lengthy reading. But you don't have to. The fundamentals allow you to play unknown situations with confidence. With the memorized joseki you risk surprise interactions. Using the fundamentals you may lose efficiency. The choice is yours.

Diagrams 24 A-B



Diagrams 25 A-C



18 HINTS TO IMPROVE YOUR SUJI
by Masubuchi

HINT NO. 14: SEEING THE ESSENCE OF A FIGHT

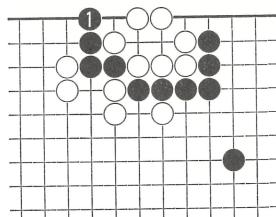
FAILURE. B1 leads only to a loss.

SUCCESS. With a pitch at B1, B succeeds. In this we'll find a hidden principle of fighting.

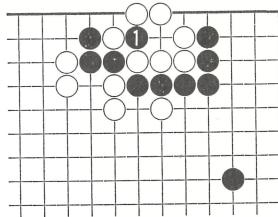
Clearly one of the most exciting parts of Go is a life or death struggle.

In a close fight, one move decides the issue. Being (at least) one move ahead is sufficient (and necessary) to win the battle.

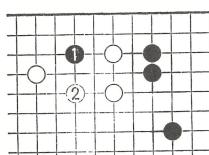
Look at a position carefully and see what that particular fight is all about. No use in crying "Oops, I'm one move behind!" many moves into the melee. Such a fight is pointless.



FAILURE



SUCCESS



Diag 3 (RESISTANCE). The problem gets tougher if W resists the connection with W6.

Diag 4 (SPIRIT). B7 is a spirited move. Atari B9 & a connection at 11 are correct. W has no choice but 12 & 14. With W18, the initial position is formed.

Diag 5 (VITAL THROW-IN)

This looks like a "one eye vs. no eye" situation. The only way to win this fight is with the vital throw-in at B1.

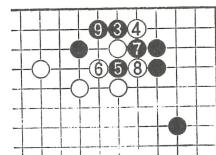
Diag 6 (WIN BY ONE MOVE)

If W connects at 2, then the rest is easy. B attacks from the outside at B3. With 5 & 7, B wins outright by a move.

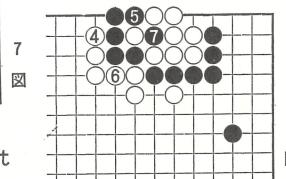
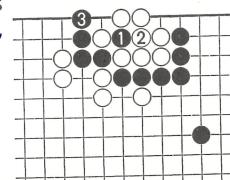
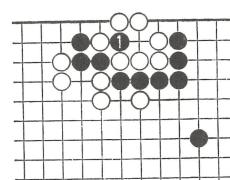
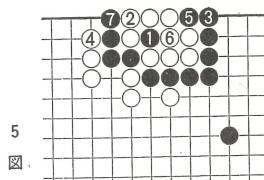
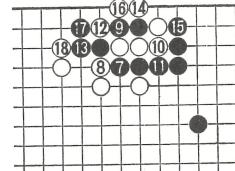
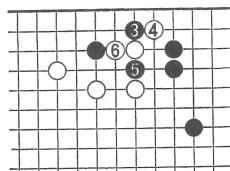
Diag 7 (TAKE). So W has to take the stone at 2. Then B descends to B3.

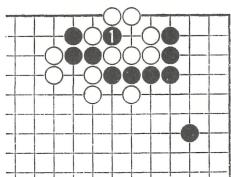
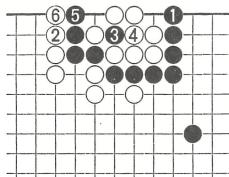
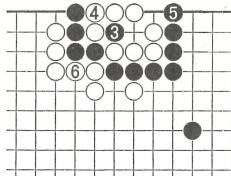
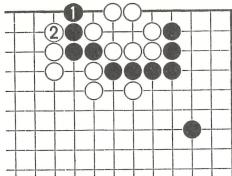
Diag 8 (KO, BUT B TAKES FIRST)

W4 & B5 lead to a ko. Since it is B's turn to take at 7, he has a clear advantage. This is the correct sequence for both sides.



2 Diag 2 (TESUJI). B3 & 5 are the tesuji here. With the sacrifice of one stone, B makes the connection underneath.





Diag 12 (IDEA). Where does an idea like B1 come from?

Diag 13 (ESSENCE). Eliminating the superfluous stones, you see that the fight is between the 4 W stones and the 3 B△ stones. In this formation anyone would think of a hane B1 even if it isn't entirely necessary. But the extra stones distort your perception of the underlying fight. The point is to combat stones which are threatening and not be distracted by the extraneous stones.



Similar situations occur often in actual games. Learn to elicit the essence of a position from a complicated context.

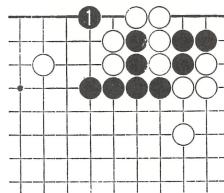
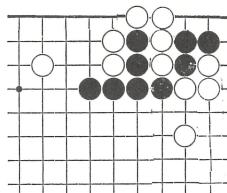
PROBLEM. What is the essence here? (B to play)

SOLUTION. In order to win this fight, oki (placement) B1 is the only play. You should be able to discover this if you discern the essence.

Diag 1 (FAILURE). This B1 obviously fails. Were you tempted?

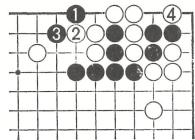
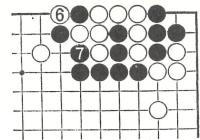
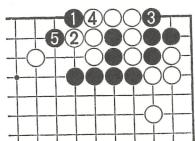
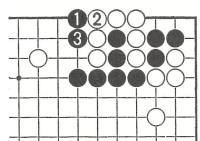
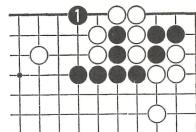
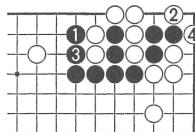
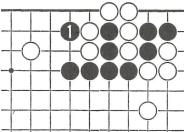
Diag 2 (ONLY THE TAIL).

With W2, B gets only the tail.
Diag 3 (TESUJI). B1 is the tesuji. If you see the essence of this fight, you'll find it.



PROBI FM

SOLUTION



Diag 4 (LARGE CAPTURE). If W connects at 2, B gets a large capture with B3.

5 Diag 5 (DECIDING). If W2, then B3 & 5. B must fill one of his own dame at 3, so deciding when to play this sequence is important.

Diag 6 (FALLS). Even if W takes at 6, B7 brings him down.

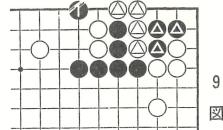
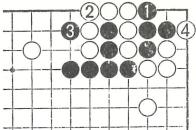
Diag 7 (FAILURE). If B answers W2 at 3, W's main body can slip away with W4.

Diag 8 (FILLING OWN DAME). Starting with this B1 is obviously wrong because it fills his own dame.

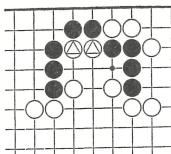
Diag 9 (THE ESSENCE). This fight is between 3 BΔ stones & 4 WΔ stones.

B1, aiming at a liberty of W's main body, is easily seen as the only play. There is no point in attacking the other two W stones.

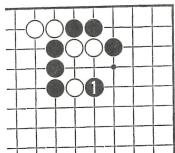
If you end up capturing a tail and losing the main body, you didn't grasp the essence of the position.



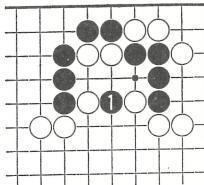
With B1, B saves his 4 stones. This is a common tesuji.



1



2



Diag 1 (TWO STONES). Taking the two WΔ stones allows B to connect.

Diag 2 (TESUJI). If you get rid of the extra stones, you will recognize a familiar situation & B1 as the tesuji.



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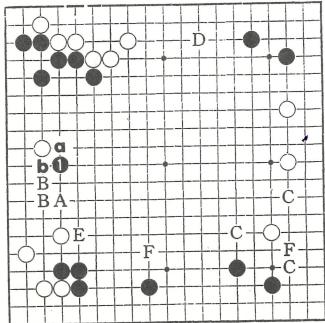
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*** ANSWER TO COVER PROBLEM ***



The shoulder hit of B1 (10 pts) is the best play. It is a light placement which W will find hard to answer. For example, if W plays a against B1 he will be accomplishing little since B's upper left corner group is too strong to attack. If he plays b, B can blockade him.

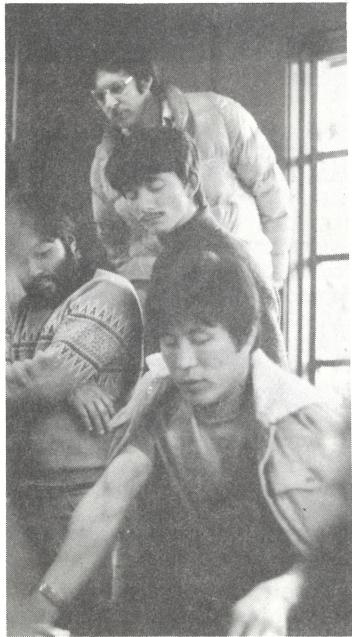
A (9 pts) is the right idea, but is a bit off the mark. B's (7 pts) are too deep and will become targets for attack rather than light, erasing moves. C's (8 pts) are good points but B1 is more important right now. D (7 pts) looks big, but both W & B groups on the upper side are stable, so a play here is only territorial. E (6 pts) misses the crucial point. F (lower side) (6 pts) is a good point but is not the focus of the game. F (lower rt) (6 pts) is off the mark.

SOME
WESTERN
VIEWS

At right is a general view of the playing room. The cluster of people standing in the rear are watching the Kim vs. Dolen game. In the foreground are (l to r): R.T. Harris, New Mexico; David Fielder, Berkeley; and Paul Dubois, Berkeley (formerly of New Mexico).



Immediately below are (l to r): Blain Walgren, 5d Seattle, Richard Dolen, 5d Los Angeles, John Givens, 4d Berkeley, and Bob Ayers, 2d Mountain View, Cal.



As usual in a major tournament the top game attracts attention. In the close confines of a playing room one often has to go to some lengths to get a view.

Watching Mr. Kyung Kim are Shunsuke Obinata, San Francisco Go Club Kyu Champion, and 2 local Berkeley players at left and on top.

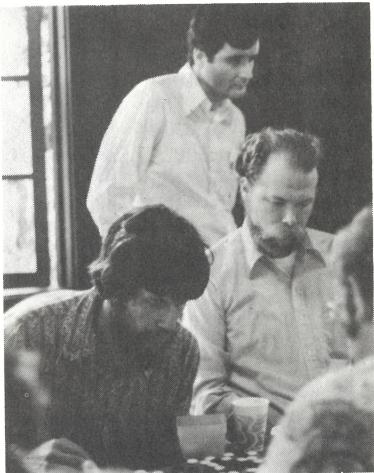


Below is Bill Spight, San-dan Champion and President of the New Mexico Go Assn.

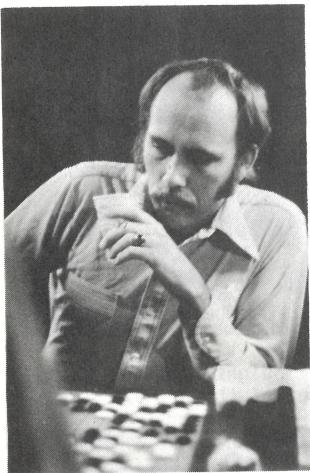




At left is a meeting night at the Berkeley Go Club. In the left foreground are President, Ned Phipps, and Championships organizer, Herb Doughty



Pictured at right are (seated l to r): Chris Kirschner, co-publisher of the West-Coast Go Newsletter; Doug Cable, Go organizer from Portland.



Pictured at left is Les Lanphear, San Diego organizer who has volunteered to act as a communications link for the Western Executive Committee. Pictured at right is Chuck Bell of Odessa Texas, who won the friendship of many with his good nature and unbounded enthusiasm for Go.



FOR SALE: COMPLETE SETS OF GO REVIEW MAGAZINE

Two players have written asking for bids on their complete sets of Go Review magazine. Those interested in submitting bids should write c/o the AGA, P.O. Box 397, Old Chelsea Station, N.Y., N.Y. 10011.

AGA SEEKS WRITTEN TEACHING MATERIALS

Would anyone who has prepared written materials for teaching Go please send them to the AGA? We are repeatedly asked for teaching materials.

Congratulations!

Philip W. Anderson, a Go player and AGA supporter for many years, shared the 1977 Nobel prize for physics. He was honored for extending the basic understanding of magnetism and explaining the conducting properties of electrons in amorphous materials. Perhaps there is something to this funny game....

WESTERN U.S. GO CHAMPIONSHIPS
WESTERN HONINBO

#	PLAYER'S NAME	CITY, STATE	RANK	ROUNDS					
				1	2	3	4	5	6
1	Kyung W. Kim	Milpitas, Ca	7d	2	3	5	19	4	6
2	Blaine Walgren	Seattle, Wa	5d	1	5	4	3	19	11
3	Richard Dolen	Santa Monica, Ca	5d	4	1	7	2	5	19
4	Joyn Givens	Berkeley, Ca	4d	3	7	2	14	1	9
5	Ned Phipps	Berkeley, Ca	4d	8	2	1	11	3	7
6	Chris Kirchner	Seattle, Wa	3d	7	10	19	9	8	1
7	Bill Spight	Alcalde, NM	3d	6	4	3	13	9	5
8	Alan Salazar	Oakland, Ca	2d	5	-	14	10	6	15
9	Eric Vella	Berkeley, Ca	2d	13	19	16	6	7	4
10	Steve Cutler	San Bruno, Ca	2d	17	6	-	8	15	
11	William Crowther	Palo Alto, Ca	2d	12	14	13	5	16	2
12	Robert E. Clark	Albuquerque, NM	2d	11	15	17	16	14	
13	Bruce Thomson	Northridge, Ca	2d	9	16	11	7	18	
14	Doug Cable	Portland, Or	2d	15	11	8	4	12	18
15	Bob Ayers	Mt. View, Ca	2d	14	12	18	17	10	8
16	Dennis Waggoner	Seattle, Wa	2d	18	13	9	12	11	17
17	Tom M. Minami	Richmond, Ca	1d	10	18	12	15	-	16
18	Ammon Meyers	Berkeley, Ca	1d	16	17	15	-	13	14
19	David Lin	Concord, Ca	4d	-	9	6	1	2	3

WESTERN KYU CHAMPIONSHIP

20	Shunsuke Obinata	San Mateo, Ca	1k	21	23	22	27	24	25	
21	Jerry Conrad	Berkeley, Ca	1k	20	27	25	24	23	31	2nd
22	K.C. Kim	Los Alamos, NM	1k	23	24	20	25	31	-	35
23	N. Burgoyne	Berkeley, Ca	1k	22	20	24	31	21	26	
24	Thomas Donahue	Palo Alto, Ca	2k	25	22	23	21	20	28	Winner
25	Lester Lanphear	San Diego, Ca	2k	24	26	21	22	28	20	
26	Wayne McClintock	Oakland, Ca	3k	27	25	28	-	30	23	
27	Jeffrey Knox	Richmond, Ca	3k	26	21	31	20	32	34	3rd
28	Michael Willemsen	Palo Alto, Ca	3k	29	32	26	30	25	24	
29	Michael Alford	Eugene, Or	4k	28	31	30	32	36	33	
30	Steven Duff	Santa Ana	4k	31	36	29	28	26	32	4th
31	Herb Doughty	Berkeley, Ca	3k	30	29	27	23	22	21	
32	Peter Freedman	Portland, Or	5k	33	28	34	29	27	30	
33	John Tom Reuterdahl	Santa Clara, Ca	6k	32	38	36	35	34	29	
34	Leonard Sosnoski	Berkeley, Ca	5k	37	35	32	36	33	27	
35	Chuck Bell	Obessa, Tex	6k	36	34	45	33	41	42	22
36	Michael Dunn	Palo Alto, Ca	6k	35	30	33	34	29		
37	R.T. Harris	Santa Fe, NM	5k	34	--	-				

BERKELEY HANDICAP

#	PLAYER'S NAME	CITY, STATE	RANK	ROUNDS					
				1	2	3	4	5	6
38	Howard A. Landman	Berkeley, Ca	6k	45 ⁵	33 ⁰	44 ⁵	-	39 ²	40 ²
39	Dan Jurca	Newark, Ca	8k	42 ²	40 ⁰	43 ³	44 ³	38 ²	45 ³
40	James Snook	Berkeley, Ca	8k	-	39 ¹	41 ²	42 ²	46 ¹	43 ³
41	Robert Ogawa	Bakersfield, Ca	10k	43 ¹	42 ⁰	40 ²	46 ²	35 ³	44 ¹
42	Alan Peak	L.A., Ca	10k	39 ²	41 ⁰	46 ²	40 ²	43 ¹	35 ³
43	Kent Crispin	Hayward, Ca	11k	41 ¹	44 ⁰	39 ³	45 ⁰	42 ¹	40 ³
44	James Ullrey	Davis, Ca	11k	46 ¹	43 ⁰	38 ⁵	39 ³	45 ⁰	41 ¹
45	Joe Johnson	Berkeley, Ca	11k	38 ⁵	46 ¹	35 ⁵	43 ⁰	44 ⁰	39 ³
46	David Fielder	Berekely, Ca	12k	44 ¹	45 ¹	42 ²	41 ²	40 ⁴	42 ¹

EASTERN U.S. GO CHAMPIONSHIPS
EASTERN HONINBO

#	PLAYER'S NAME	AGA RATING	RANK	ROUNDS							Winner	Location
				1	2	3	4	5	6	7		
1	Larry Brauner	8144	6d	2	3	-						Jersey City, NJ
2	Young Kwon	7954	5d	1	-	5	6	3	14	11		Queens, NY
3	Bruce Wilcox	8051	4d	4	1	6	14	2	10			Ann Arbor, Mi
4	Morikuni Goto	7507	5d	3	5	7	16	-	13			Phila., Pa
5	Shin Kang	8389	6d	-	4	2	10	14	6			Baltimore, Md
6	Takao Matsuda	8317	6d	7	9	3	2	10	5		2nd	Queens, NY
7	Don Wiener	7200	3d	6	8	4						Waterville, Mn
8	Sung Chun Jang	-	5d	9	7	12						New York, NY
9	Kuan Chu Kuo	7714	5d	8	6	15	-	11	17	14		Demarest, NJ
10	Hee J. Lee	-	5d	12	11	14	5	6	3		3rd	New York, NY
11	Katsumi Nishiyama	7858	5d	13	10	17	-	9	15	2		Queens, NY
12	Harry Gonshor	7930	5d	10	13	8	15	16	-			N Brunswick, NJ
13	Moriaki Tanaka	7231	2d	11	12	16	17	15	4			New York, NY
14	Takahiko Ishikawa	7945	6d	15	16	10	3	5	2	9	4th	Va. Beach, Va
15	Jung O.K. Hwang	-	5d	14	17	9	12	13	11			New York, NY
16	Bob Ryder	7598	5d	17	14	13	4	12	-			Summit, NJ
17	Tako Onishi	7274	2d	16	15	11	13	-	9			New York, NY

EASTERN KYU CHAMPIONSHIPS

18	David Relson	6499	1k	19	21	20	26	22	24		Winner	Ann Arbor, Mi
19	Peter Wynn	6300	4k	18	20	21						Syracuse, NY
20	Matthias Thim	6575	2k	-	19	18	21	24	26			New York, NY
21	Ernie Harrison	6936	1k	-	18	19	20	26	22			Crownsville, Md
22	S.H. Lee	-	1k	23	27	26	24	18	21	26	2nd	New York, NY
23	Richard Schmeidler	6135	2k	22	25	27						New York, NY
24	Garland Stern	-	3k	25	26	25	22	20	18		4th	Brookville, NY
25	Jerry Pinto	5474	5k	24	23	24	27					Queens, NY
26	Benjamin Shain	5315	3k	27	24	22	18	21	20	22	3rd	Bronx, NY
27	Jim Payette	5718	6k	26	22	23	25					Tacoma Park, Md

The Eastern Kyu Championship cross-table inadequately reflects how closely fought was the competition. In round 3 Ben Shain beat S.H. Lee by $\frac{1}{2}$ pt. In round 4, Ben lost by $2\frac{1}{2}$ to the eventual champion, Dave Relson. In round 6 Relson preserved his perfect record and eliminated any chance of being caught by squeaking past Garland Stern with a $\frac{1}{2}$ pt. win. The play-off for second place between Shain and Lee was a replay of round 3, only this time Lee came out on top by $\frac{1}{2}$ point.

The New Mexico Go Assn. Fall Handicap tournament was held in Santa Fe on Oct. 15th. 18 players attended. Pete Woodruff (5 kyu of Los Alamos) won the overall tournament. There was a 5-way tie for second between Bill Spight of Alcalde, K.C.Kim of Los Alamos, Bill Hosken of Albuquerque, David Bowman of Los Alamos, and Eloy Griego of Albuquerque.

For the third year in a row the University of Maryland Go Club has held two tournaments a year; the most recent was the fall tournament won by a Friday night "regular", Bill Chu.

The University of Oklahoma Go Club also had a fall tournament. There weren't enough stronger players for a separate section, but 3 19 kyus and 1 20k played a closely fought round robin. John Ewell and Steve Liming finished with equal 2-1 records and, lacking any tie-breaking method, tied for first place. Ron Thompson and Dan Skinner both had 1-2 scores.

OTTAWA GO TOURNAMENT Reported by John Katic

On Saturday, Dec. 10 an interclub match was held in Ottawa. The results were: Toronto 8 - Ottawa 5; Montreal 2 - Ottawa 2; Toronto 2 - Montreal 2. The following day an international open, 6 round handicap Go tournament was held. 30 players from Toronto, Montreal, Potsdam (New York) and Ottawa took part in the tournament which was won by Sugi Lee, 6d from Toronto. He was both the youngest and strongest player.

INTER-CLUB MATCH

OTTAWA	TORONTO
Mizuno 5d	Amos 4d
Tsuchiya 3d	Lee 6d
Hsu 2d	Amos 4d
Hsu 2d	Yan 4d
Katic 1d	Yan 4d
Katic 1d	Sakamoto 2d
Hwang 1d	Nakajima 1k
Cheung 2k	Nakajima 1k
Lettts 2k	Sung 3k
Russell 3k	Carlin 3k
Russell 3k	Sutherland 8k
Dalglesh 4k	Lee 5k
Dalglesh 4k	Sutherland 8k
5	8

OTTAWA	MONTREAL
Mizuno 5d	Leroux 4d
Hwang 1d	A. Labelle 2d
Cheung 2k	D. Labelle 2k
Lettts 2k	Malo 2k

TORONTO	MONTREAL
Lee 6d	Leroux 4d
Sakamoto 2d	A. Labelle 2d
Sung 3k	D. Labelle 2k
Carlin 3k	Malo 2k

OTTAWA INTERNATIONAL OPEN

Player	Club	w-l	Placement
Lee	T	5-1	1st
Mizuno	5d	0	1-4
Amos	4d	T	2-4
Yan	4d	T	4-1
Leroux	4d	M	0-5
Tsuchiya	3d	0	4-2
Masuda	3d	P	3-3
Hsu	2d	0	5-1
Hanasaki	2d	0	1-2
Sakamoto	2d	T	3-3
A. Labelle	2d	M	2-2
Katic	1d	0	4-1
Hwang	1d	0	1-2
Nakajima	1k	T	2-3
Isaka	1k	P	1-4
Sustare	1k	P	3-3
Lettts	2k	0	4-2
Cheung	2k	0	2-4
D. Labelle	2k	M	3-2
Malo	2k	M	3-2
Russell	3k	0	2-4
Sung	3k	T	4-2
Carlin	3k	T	3-2
Dalglesh	4k	0	0-4
Mikami	4k	0	2-3
Cheng	4k	0	0-1
Konno	5k	0	2-4
Lee	5k	T	1-1
Chang	6k	0	3-2
Sutherland	8k	T	5-0

KOREAN TOURNAMENTS

A major new Go organizing force has appeared on the East Coast: the Korean-American community. There have been three major tournaments - one in Philadelphia and two in Northern Virginia - the most recent of which drew 50 players, 16 of which were 5d or stronger, to a Thanksgiving Tournament whose 1st prize was a color television! Go organizers and players throughout the U.S. take note. The Korean community is a veritable Go gold mine to tap for strong players and financial support. Both the Eastern and Western Honinbos are Korean-American and reports of extremely strong Korean players in almost every major city have filtered back to the AGA. The question is how to get them to join the AGA in supporting the growth of Go. - Ed.

Shin A. Kang, Eastern Honinbo, is taking a direct approach to the issue. He is organizing a major Go tournament open to all AGA'ers with a prize fund of nearly \$1000 to be held March 26th in Baltimore. First prize in the Open section will be a color television. For further details see the tournament calendar earlier in this issue.

LETTERS

The coincidence of Bruce Wilcox's first article and the time for AGA membership renewals brought a spate of letters to the editor, to the AGA, to Bruce, & comments on membership applications. Below are excerpts. If the letters keep coming this feature will remain a regular part of the AGJ.

Dear Sirs: Re: Your contribution to theory of the game of GO

I write to congratulate you on the excellence of the current issue of the American GO Journal, and in particular, the article on "Instant GO" by Bruce Wilcox. This article is far more than a merely excellent journal issue - it is a new departure in the theory of GO, which extends the power of game analysis by introducing scientific, functional thematic analysis for the first time. In my opinion it is an epochal advance.... You are doing the same thing for GO which was done for chess at the turn of the century ... and I foresee the same success here against the older ideas of careful, exhaustive "reading out" of the position.... The Japanese method is indeed good, but...it connotes much detailed, specific reading of variations and much experience for success. What has been added by Wilcox is a sweeping, thematic approach which gets a first-order approximation to a good plan without detailed reading, thus reserving the effort of intense reading to concentrate on a plan which is already basically good.

Robert Ryder, Summit, NJ

I think Bruce Wilcox and Dave Nelson did a great job on the Sept/Oct/Nov/Dec AGJ! I really like the idea of having longer, more detailed articles, and I await further members of the "Instant Go" series with anticipation.

I like the idea of having original material (provided someone capable of writing it is willing to do so), however I think a balance can be struck between the old AGJ style and the new.

As to format: the AGJ is the best I've seen when it comes to keeping diagrams and associated text on the same page! Keep it up!

Is the "Rating Readout" really necessary as a regular (i.e., every issue) feature? Perhaps clubs could be sent a letter containing new ratings (there are less clubs than members, no?), freeing up 2 pages per issue.

Then there is the matter of page 1: The AGJ is sent to members of the AGA, who already know that go is "An ancient board game which takes the simplest of elements...", and about the AGA. Page 1 looks very crowded, but there isn't much information on it for regular subscribers. Should every issue of the AGJ start with a full page Go promo (and a visually displeasing one at that)?

Best wishes to the AGA, and all the AGJ crowd, which, notwithstanding the above criticism, does a fine job. Happy '78!

Robert A. Lerche, Mountain View, Ca

(The Rating readout has been left out of this issue to free up 2 pages of space. In its place are some questions for the AGA membership. The "Go promo" usually on p1 will probably return. Although the AGJ goes to members, a great many non-members and non-players get to see it. It serves as a gentle initiation far better than the technical material of the rest of the AGJ. It is meant to be read, not studied, and communicates, I think, some of our enthusiasm for the game to those who ask, "Is it anything like checkers?" - Ed.)

I was delighted with the latest AGJ, which you put out. Through it I was privileged to meet an American go theorist with interesting and original ideas....I am looking forward to more of your articles, and I hope that my comments will have proved of some use to you.

Bill Spight, Alcalde, NM

Some feedback re: "Sector Fights" in Sept-Dec '77 AGJ: Your ideas are original, and presentation clear. I like it, and am impressed. I do have some detailed comments....From my own perspective, I can't wait to see the rest of the series....

Milton Bradley, Melville, NY

(Bruce is going to address the detailed comments he received from Spight, Bradley, and others in an upcoming issue. - Ed)

Those arrows and secotr lines are worth a million dollars...

Philip Tracy, Cambridge, Mass.

Your article in the AGJ...will be very helpful to the beginners I've taught.

Jonathan B. Skinner, Philadelphia, Pa

The feature..."Instant Go"...is especially useful if there is no teacher in the local area.

Harold L. Shindel, Ithaca, NY

The new series of articles by Bruce Wilcox in the A.G.J. are outstanding. Just the type of thing needed to attract new members into the A.G.A.

Doug Cable, Portland, Ore

Gentlemen:

I think that the AGA should give some serious thought to the type of audience that it wants to reach with the AG Journal. The AGA should recognize that the Ishi Press is probably the foremost influence on the spread of American Go today, and should structure AGA's activities to complement, rather than compete with, Ishi Press.

...I think that the AG Journal should concentrate on interviews and photos of American Go figures, articles and crosstables of AGA tournaments, etc., with maybe one game by a prominent American player, and perhaps a few problems, per issue. Readers who want serious analysis of Japanese professional games, etc., are going to subscribe to Go World or Kido anyway....

My primary interest in reading about Go is in learning more about Japanese and Oriental culture, using Go as a vehicle for greater understanding between East and West. From this standpoint, I would be most interested in the Nihon Ki-in's new publication, Go Perspective...

As far as getting new player/members is concerned, I think that a monthly ad in Chess Life and Review (the USCF publication) would be an excellent investment....

I understand and appreciate the difficult conditions that the AGA officers are working under, and I hope my suggestions will be helpful to you in making most efficient use of your time and energy spent in promoting American Go.

John E. Rieber, Ann Arbor, Mich

(This thought-provoking letter calls for some point by point replies. This issue has more news, photos, etc. than previous AGJ's - numerous members suggested the change. The Chess Life add is a good idea first suggested by John Saunders of Quincy, Ill. Dave Relson is following it up. The AGJ can provide a significant contribution to Go in the U.S. although it lacks the resources of the Nihon Ki-in and the professional expertise of Go World and the Ishi Press. The AGJ is published here and can be relied on to continue. The Ki-in's unreliability has been amply demonstrated by the Go Review fiasco (detailed in another news article in this issue) and the one year delay in publishing Go Perspective.

Go World is an excellent effort to continue Go Review's tradition - but it is also extremely expensive and liable to ultimate failure without a tremendous increase in support. Producing Go World in the U.S. at less cost would be great - if the economics were feasible. For now, encouraging AGA membership, clubs, and tournaments are the direct route to the growth of Go in the U.S. - Ed.)

GO PERSPECTIVE STILL UNBORN OR STILL-BORN - Editorial by Terry Benson

The free magazine which the Ki-in intended as a quasi-successor to Go Review has yet to see daylight. It was scheduled for publication last spring and now seems unlikely to be produced at all. The original concept was to include articles on Japanese culture and introductory articles on Go in a lavish 24-page, large format, color magazine. The Ki-in has not made a clear decision to drop the project - its bureaucracy does so with difficulty - but I would like to suggest that the substantial money involved (\$50,000 to \$100,000) could perhaps be spent in better ways. Direct grants through the national associations for specific projects proposed by local organizers would ensure that the funds would be designed for maximum impact on a local area. As the AGA and its clubs are all volunteer, the money would be used more efficiently than the Ki-in could possibly consider.

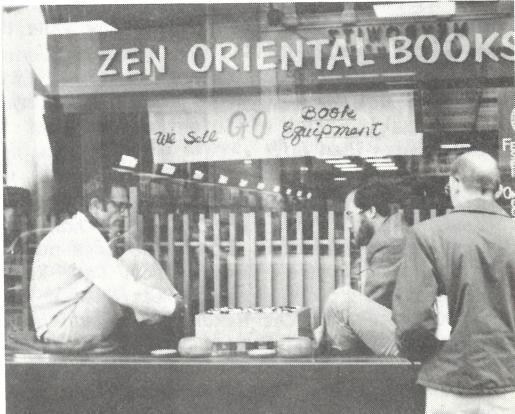
The disappointment of the many members who inquired about Go Perspective is the worst result of its delay/demise. Our best course is never to count on the Ki-in's largess, but to be graciously thankful when they choose to help us in their way. Meanwhile let's gather our resources and get going.

CLUB NOTICES

Bob Gross, 1977 U.S. Kyu Champion and the president and founder of the Gilbert W. Rosenthal Memorial Go Club (aka the Baltimore Go Club) has moved on to greener pastures at Dartmouth. Bob was largely responsible for establishing the Maryland Open as a regular and well attended event - to date the largest tournament in the East. He will be missed in Baltimore but New England may never be the same. Jim Pickett has taken over as club president.

The Dallas County Go Circle continues its active schedule of rated games under Michael Ohl's direction. Among the many players included are Bill Gilson, Kathy Graeber, Fred Grinnel, Charles Horak, Carlisle Phillips, Dean Thurmon, and C.B. Wilson. Mike suggests that anyone trying to reach him write Mike Ohl, 3225 Chapel Creek Dr. #250, Dallas, Tex. 75220 or phone (214)350-4290.

Players from the Zen, Long Island and New York Go Clubs participated in a most unusual Go promotion during the last warm days this fall. With the cooperation of the Zen Oriental Bookstore, they set up a thick goban in the window of Zen's 5th Avenue branch and played during the lunch and afternoon hours. A rotating team of 3 allowed two to play and one to stand outside the window, hand out leaflets, and explain the game to the incredulous onlookers. 1000 leaflets were distributed, and an estimated 5000 New Yorkers were exposed to the game. The results of this "probe" may not be known for some time, but the publicity was undoubtedly good for all. Organizers: Milton Bradley (L.I.), Terry Benson (Zen), John Exter (N.Y.). Participants: Roy Laird, Bill Singer, Dave Gawley, Mike Julian, Masao Takabe, Dave Martin, Marilyn Stern, A. Hong.



RATING READOUT REPORT by Terry Benson

The AGA has lost one of its steady hands with the resignation of Art O'Leary from his position as Rating Co-ordinator. Art managed the system for three years, punching the bi-monthly results on a minicalculator and writing statistical articles to justify changes in the system - even when he knew few people would follow his reasoning. His work in analyzing the implications of various coefficients in the system will be invaluable as Dave Nelson takes over as co-ordinator and considers what adjustments will have to be made as the flow of rated games increases. Art has thankfully agreed to stay on in a consultative capacity. For his work as the first AGA rating co-ordinator, the Association will always be grateful.

Probably you were expecting to see the rating readout in this space. Several things inclined me to leave it out: 1) Many players suggested that the two pages of space could be better used. This issue was especially tight for space - as you see it expanded to 32 pages although it is a regular issue; 2) The changing of the guard at the rating system makes this an especially appropriate time to ask you, the members, what you think of it and what you want it to do? What don't you like? What do you like? Do you want it to be a severe system which will stand up in international play? Does it matter? Should the AGA sell diplomas based on the rating numbers? Should new members be put into the system at the rank they say they are? Or should they start somewhere lower and work their way up? Should this apply particularly to dan players? How can clubs be encouraged to report more club games for rating purposes? Do you like the present numbers? Do you use them?

Controlling ratings is a very touchy matter with many players. Egos get wrapped up in one's rank all too easily. The AGA wants to have a rating system which will please its members, but there is an ever present pressure from players to raise their own ranks. Everyone wants to be a shodan. Some people are going to be disappointed. How much political cost can and should the AGA pay in order to enforce a sound rating standard?

A report of your rating will be included somehow in the next issue, but we would like to know what you think.

GO World

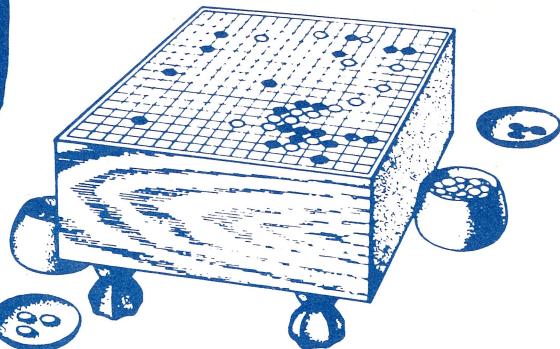
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